

AMENDMENTS TO THE CLAIMS

1-20. (Canceled)

21. (Previously presented) A game program computer readably stored in a storage medium and configured to cause a computer to:

(a) provide an action game space in which a player character moves in response to an operation of a game player and in which a plurality of target characters are arranged as attack targets;

(b) display a game scene with plural target characters arranged within a visual range viewed from the player character, on a monitor display connected to the computer;

(c) set a first zone, a second zone set outside of and next to the first zone, and an outer zone set outside of and next to the second zone at every time when the player character moves in the game space, wherein said first, second and outer zones are defined within said visual range based on one of distances from a reference point and angles from a reference line, which reference point or line is defined based on the current location of the player character, so that said first zone is nearest to the reference point or line;

(d) judge a current location with respect to each of said plurality of target characters displayed within the visual range;

(e) select any target character which is currently in the first zone and any target character which is currently in the second zone but was in the first zone within a certain period of time, excluding any target character which is currently in the outer zone and any target character which has moved in the second zone from the outer zone within said certain period of time;

(f) decide recommended priorities of selections to the respective target characters selected at (e) as candidate objects for attack in accordance with the current locations so that the candidate object located nearer to the reference point or line is given with the higher priority;

(g) allow the player to change selection of the candidate object for attack sequentially in accordance with the order of the priorities from a higher priority to a lower priority in response to operation by the game player; and

(h) allow the player to lock the attack on the object selected at (g).

22. (Canceled)

23. (Previously presented) A game program according to claim 21, wherein when at least one of said plurality of target characters becomes ineffective as an attack target, the order of the priorities among the candidates objects is re-decided.

24. (Canceled)

25. (Previously presented) A game program according to claim 21, wherein the target characters appearing in the game space are increased or decreased in accordance with advance of the game in response to operations of the game player.

26-28. (Canceled)

29. (Previously presented) A game program according to claim 21,
wherein said reference point is set at a point at which the player character is currently located in said game space, and
wherein said recommended priorities are decided based on distances of the target characters from said reference point, respectively.

30. (Withdrawn and previously presented) A game program according to claim 21,
wherein said reference point is set as a point set in said game space corresponding to a center point of a game display image, and
wherein said recommended priorities are decided based on distances of the target characters from said reference point, respectively.

31. (Previously presented) An electronic device provided with a controller operable by a game player and configured to display game scenes of an action game progressing in a game space in response to the operation on the controller, the electronic device being configured to perform:

(a) providing the game space with a player character, which moves in the game space in response to an operation of the game player, and a plurality of target characters which are arranged in the game space to be attackable from the player character;

(b) displaying a game scene with plural target characters arranged within a visual range viewed from the player character, on a monitor display connected to the electronic device;

(c) setting a first zone, a second zone set outside of and next to the first zone, and an outer zone set outside of and next to the second zone at every time when the player character moves in the game space, wherein said first, second and outer zones are defined within said visual range based on one of distances from a reference point and angles from a reference line, which reference point or line is defined based on the current location of the player character, so that said first zone is nearest to the reference point or line;

(d) judging a current location with respect to each of said plurality of target characters displayed within the visual range;

(e) selecting any target character which is currently in the first zone and any target character which is currently in the second zone but was in the first zone within a certain period of time, excluding any target character which is currently in the outer zone and any target character which has moved in the second zone from the outer zone within said certain period of time;

(f) deciding recommended priorities of selections to the respective target characters selected at (e) as candidate objects for attack in accordance with the current locations so that the candidate object located nearer to the reference point or line is given with the higher priority;

(g) allowing the player to change selection of the candidate object for attack sequentially in accordance with the order of the priorities from a higher priority, in response to operation by the game player; and

(h) allow the player to lock the attack on the object selected at (g).

32. (Previously presented) An electronic device according to claim 31,
wherein said reference point is set at a point at which the player character is currently located in said game space, and
wherein said recommended priorities decided based on distances of the target characters from said reference point, respectively.

33. (Withdrawn and Previously presented) An electronic device according to claim 31,

wherein said reference point is set at a point set in said game space corresponding to a center point of a game display image, and

wherein said recommended priorities are decided based on distances of the target characters from said reference point, respectively.

34. (Canceled)

35. (Previously presented) A game program computer-readably stored in a storage medium and configured to cause a computer to:

(a) provide a game space in which a player character moves in response to an operation of a game player and in which a plurality of target characters move as attack targets;

(b) displaying a game scene with plural target characters, which move within a visual range viewed from the player character, on a monitor display connected to the computer;

(c) set a first zone, a second zone set outside of and next to the first zone, and an outer zone set outside of and next to the second zone at every time when the player character moves in the game space, wherein said first, second and outer zones are defined within said visual range based on one of distances from a reference point and angles from a reference line, which reference point or line is defined based on the current location of the player character, so that said first zone is nearest to the reference point or line;

(d) detect a current location value of the parameter with respect to each of said plurality of target characters displayed within the visual range;

(e) select any target character which has been in the first zone within a certain period of time but excluding any target character which has been in the outer zone within said certain period of time;

(f) invest recommended priorities of selections to the respective target characters selected at (e) as candidate objects for attack in accordance with the current locations so that the candidate object located nearer to the reference point or line is given with the higher priority;

(g) allow the player to change the candidate object for attack, in accordance with the order of the priorities sequentially from the higher to the lower in response to operation by the game player; and

(h) allow the player to lock the attack on the target object selected at (g) while the

selected target object is within said first or second zone.

36. (Currently amended) A game program computer-readably stored in a storage medium and configured to cause a computer to:

- (a) provide a game space in which a player character and a plurality of target characters are arranged;
- (b) display a game scene on a monitor display connected to the computer so that a game player who operates the player character can view the plural target characters in the game scene currently displayed on the monitor display;
- (c) set an inner zone, an outer zone, and a buffer zone set between the inner zone and the outer zone, at a certain period of time while the game player tries to attack the target characters, wherein said inner, outer and buffer zones are defined on the game scene currently displayed on the monitor display at every time when the player character moves in the game space;
- (d) detect a current location with respect to each of said plurality of target characters currently displayed on the monitor display;
- (e) select any target character which has been in the inner zone, excluding any target which has been in the ~~inner~~ outer zone, within the certain period of time;
- (f) invest recommended priorities of selection as selectable candidate objects among the target characters selected at (e);
- (g) allow the player to change a candidate target character for attack among the target characters selected at (e) one after the other in accordance with the higher to the lower of the priorities of selection so that the target character selected by the player is as the target currently locked-on to be attacked, thereby to sequentially change the locked-on target in response to operation by the game player.

37. (Previously presented) A game program according to claim 35,
wherein said reference point is set at the point at which the player character is currently located in said game space, and

wherein said recommended priorities are decided based on distances of the target characters from said reference point, respectively.

38. (Withdrawn and Previously presented) A game program according to claim 35,

wherein said reference point is set at a point set in said game space corresponding to a center point of a game display image, and

wherein said recommended priorities are decided based on distances of the target characters from said reference point, respectively.

39. (Withdrawn and currently amended) A game program according to claim 35, wherein said reference line is set as a base line extending from an origin at which the player character is currently located in said game space, and

wherein said zones are defined by angles of lines extending from the origin against the base line.

40. (Currently amended) An electronic device provided with a controller operable by a game player and configured to display game scenes of a game progressing in a game space in response to the operation on the controller,

the electronic device being configured to perform:

(a) providing a game space in which a player character and a plurality of target characters are arranged;

(b) displaying a game scene on a monitor display connected to the computer so that a game player who operates the player character can view the plural target characters in the game scene currently displayed on the monitor display;

(c) setting a first zone, a second zone set outside of and next to the first zone, and an outer zone set outside of and next to the second zone at every time when the player character moves in the game space a certain period of time while the game player tries to attack the target characters, wherein said first, second and outer zones are defined on the game scene currently displayed on the monitor display based on one of distances from a reference point and angles from a reference line, which reference point or line is defined based on the current location of the player character, so that said first zone is nearest to the reference point or line;

(d) detecting a current location with respect to each of said plurality of target characters currently displayed on the monitor display;

(e) selecting any target character which has been in the first zone, but excluding any target character which has been in the outer zone, within the certain period of time;

(f) investing recommended priorities of selection as selectable candidate objects among the target characters selected at (e)[[.]];]

(g) allowing the player to change a candidate target character for attack among the target characters selected at (e) one after the other in accordance with the higher to the lower of the priorities of selection so that the of target character selected by the player at (g) is as the target currently locked-on to be attacked, thereby to sequentially change the locked-on target in response to operation by the game player.

41. (Previously presented) An electronic device provided with a controller operable by a game player and configured to display game scenes of a game progressing in a game space in response to the operation on the controller,

the electronic device being configured to perform:

(a) providing a game space in which a player character and a plurality of target characters are arranged;

(b) display a game scene on a monitor display connected to the computer so that a game player who operates the player character can view the plural target characters in the game scene currently displayed on the monitor display;

(c) setting an inner zone, an outer zone and a buffer zone set between the inner zone and the outer zone, at a certain period of time while the game player tries to attack the target characters, wherein said inner, outer and buffer zones are defined on the game scene currently displayed on the monitor display at every time when the player character moves in the game space;

(d) detecting a current location with respect to each of said plurality of target characters currently displayed on the monitor display;

(e) selecting any target character which has been in the inner zone, excluding any target which has been in the outer zone, within the certain period of time;

(f) investing recommended priorities of selection as selectable candidate objects among the target characters selected at (e);

(g) allowing the player to change a candidate target character for attack among the target characters selected at (e) one after the other in accordance with the higher to the lower of the priorities of selection so that the target character selected by the player is as the target currently locked-on to be attacked, thereby to sequentially change the locked-on target in response to operation by the game player.

42. (Previously presented) An electronic device according to claim 40,

wherein said reference point is set at the point at which the player character is currently located in said game space, and

wherein said recommended priorities are decided based on distances of the target characters from said reference point, respectively.

43. (Withdrawn and Previously presented) An electronic device according to claim 40,

wherein said reference point is set at a point set in said game space corresponding to a center point of a game display image, and

wherein said recommended priorities are decided based on distances of the target characters from said reference point, respectively.

44. (Withdrawn and Previously presented) An electronic device according to claim 41,

wherein said reference line is set as a base line extending from an origin at which the player character is currently located in said game space, and

wherein said zones are defined by angles of lines extending from the origin against the base line.